Devout Escort Frigate

FLEET ACTION

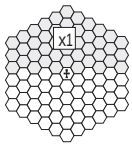
Ship Datacard

SHIP NAME:

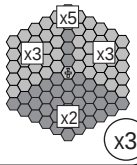
ID:

SQUADRON:

Light Laser Cannon
Class: Laser
Range: 2/4/6/8
Fire Control: d10/d8/d4
Damage: 2d10
Max Shots/Turn: 2



Gatling Railgun
Class: Matter
Range: 1/2/3/4
Fire Control: d8/d10/d12
Damage: 1 (-2)
Max Shots/Turn: 3



x3

CMD RATING: 4
CMD COST: 2
DEF RATING: 15
ARMOR: 2
SENSOR: 9
AVAIL: Common

RACE: Orieni Imperium
CLASS: Devout Frigate
CATEGORY: Medium
YEAR IN SERVICE: 2002
Jump Drive: No
POINT VALUE: 200

NOTES:

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE																														
SENSORS																														
Lt. Laser Cannon																														
Gatling Railgun																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														

Version 1.0

Devout Escort Frigate (2007 refit)

FLEET ACTION

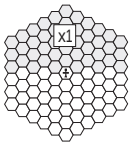
Ship Datacard

SHIP NAME:

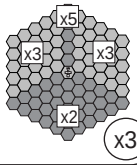
ID:

SQUADRON:

Light Laser Cannon
Class: Laser
Range: 2/4/6/8
Fire Control: d10/d8/d4
Damage: 2d10
Max Shots/Turn: 2



Rapid Gatling Railgun
Class: Matter
Range: 1/2/3/4
Fire Control: d8/d10/d12
Damage: 1 (-2)
Max Shots/Turn: 3x2



x3

CMD RATING: 4
CMD COST: 2
DEF RATING: 15
ARMOR: 3
SENSOR: 9
AVAIL: Common

RACE: Orieni Imperium
CLASS: Devout Frigate
CATEGORY: Medium
YEAR IN SERVICE: 2002
Jump Drive: No
POINT VALUE: 215

NOTES:

STRUCTURAL DATA

RATING/NUMBER	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
STRUCTURE																														
SENSORS																														
Lt. Laser Cannon																														
Rapid Gatling RG																														

MANEUVERING DATA

SPEED/RATING	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
COME ABOUT																														
HARD TURN																														
COURSE CORRECT																														
TURN																														
MAX ACCEL																														
MAX DECEL																														

Version 1.0